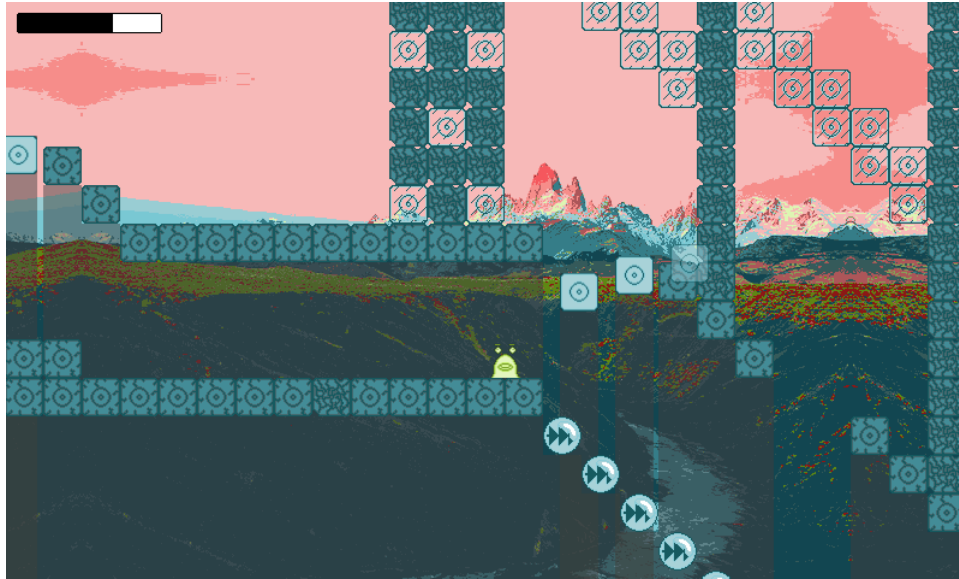


Shadow Boxer

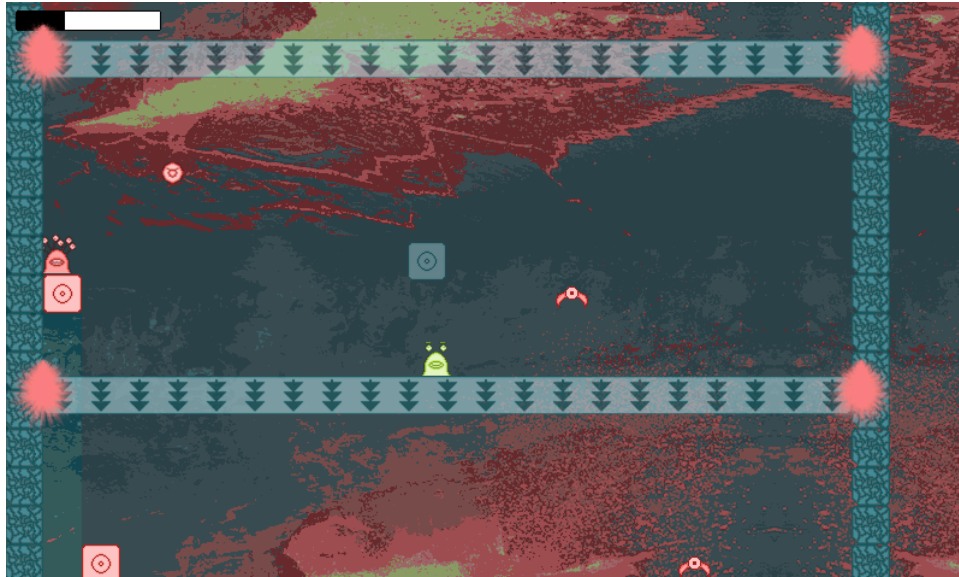
Teal Elephant 2014

Brandon Gomez & Lyla Stone

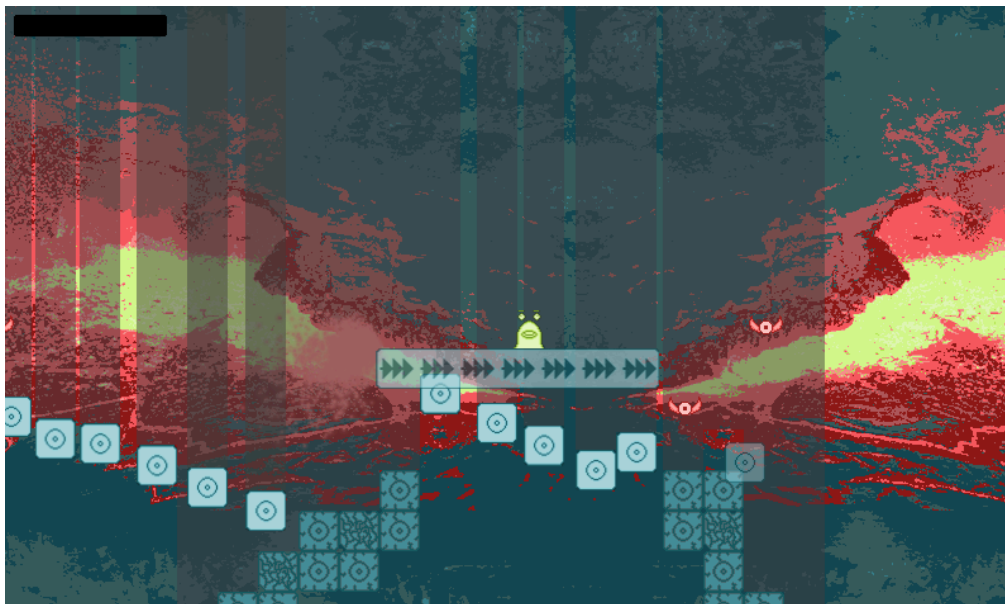


The game "Shadow Boxer" is a platform game that sets place in an environment where light is the enemy, and shadows are the safe zone. The objective of the game is for the main character, to shoot blocks to create shadows, avoid enemies, and jump across barriers to reach the end of the level without losing all of his life. The background of the game appears to be a mountainous area with the sun scorching down on top. The main character is a plant-type figure that essentially lives through "anti-photosynthesis." The main player has unlimited blocks that can be shot out to connect with other blocks, in order for the character to create shadows and eventually make it across to the end of the level.





As the main character makes his way through the game, he is constantly being attacked by enemies that either move in the way of the character, or shoot objects at him. Being hit by an enemy would cause the players life to go down, and adds an extra challenge for the player of the game.



How to Play-

Player must use the keyboard and mouse to move across the platform and shoot blocks to create shadows. Player must reach the end of each level without losing all of health to move on.

How to Win/Lose

Win- Player wins when the main character can make it through each level by shooting blocks to create shadows and is able to avoid enemies without losing all of health.

Lose- Player's life decreases when the main character is in the sun, gets hit by enemy, or falls into a hole. When health bar reaches zero, player loses.

Goal of the game-

Make it though each level without losing all of health.

Controls-

W = jump

A = left

S = shoot wall

D = right

Q = destroy all shoot walls

R = Reset level

SHIFT = previous level

SPACE = next level

